

REGISTRATION

The registration card should be completed and posted (Free Post) to Taskset Limited as soon as possible to register your ownership of the game.

The unique number on this registration card becomes your Registration Number. Keep it safe.

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Name

Address

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Age Was this a gift

Which is your favourite magazine

Where bought if known

C111 0893

Souls of DARKON

A Text Adventure with Graphics for the
commodore 64

Beyond the sun of Crenal lies the planet MEGRON. It's people were of genius I.Q., they practised both the art of sorcery and that of science. However, their quest for knowledge became a dangerous obsession, they ventured into a realm of evil where they released the devastating power of DARKON.

The people live in terror, will they be the next to suffer the curse of DARKON, only you and your faithful friend 'KOMPUTA' can free the land from this tyranny.

LOADING

1. Start with computer switched off. Remove all peripherals except TV and tape player. Then switch on.
2. Insert cassette into tape player and rewind if necessary.
3. Hold down SHIFT, press RUN/STOP. Press play on tape machine. The game will load and auto-run.

FURTHER INSTRUCTIONS AND REGISTRATION CARD ON REVERSE.



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Souls of DARKON

by
TASKSET

c64

commodore 64

Souls of DARKON



Taskset

PRESENTATION

At every location in this adventure, a text panel at the top of the screen describes your immediate surroundings. This remains on screen for as long as you are in this area. A graphics panel on the left gives a visual representation useful for rapid identification of your whereabouts, and may provide some additional information if requested.

The right hand text panel is a scrolling record of your commands and the responses so far.

The bottom line is for you to enter commands, in typed English sentences or phrases.

COMMANDS

To explore this world, examine and deal with objects and to interface with other life-forms you will need to enter quite specific commands. To move, type in a direction e.g. NORTH. (Go North or just N will do). You should end every command by pressing the ENTER (or Return) key. The response panel will give you the result of that command or action. Try to keep commands simple and where possible start with a verb e.g. TURN HANDLE or GET THE BAG OF FOOD. Be as exact as possible e.g. ATTACK DARKON WITH THE CLUB (this is only an example and is unlikely to succeed!) Many commands can be abbreviated and experimenting will reveal a reliable shorthand. Issue the command VOCAB (or V) to view some of verbs which this adventure can understand.

SYSTEM COMMANDS

RESTART sets you back to the start point (and start conditions).

SAVE allows you to save your present position and conditions for later adventuring. Make sure you have a suitable tape ready.

LOAD brings back those previously SAVEd conditions. You should be already in the adventure before reLOADing conditions.

TASKSET ADVENTURES

You are placed in a mysterious world which is yours to explore and change. Full text descriptions together with graphics panels are used to present your immediate surroundings. Movement and other commands can be entered in normal English sentences and phrases. Many problems, riddles and adversaries await you on this journey. It is your skill, intelligence and observation which are needed here.

Souls of DARKON

You are a bionic warrior, sent to the planet MEGRON. Your faithful robotic friend hovers close by. The air is fresh to breathe and the landscape appears calm – if a little old fashioned. Quite surprising, you think, considering the highly advanced culture that once produced mystical and technological wonders, as a way of life.

Long gone is the Grand Council of Megron, swept away as their blind pursuit for knowledge led them to call on awesome powers from within. What scenes of terror must have engulfed the populous during that long night when evil gained its freedom. As his powers grew, this manifestation of hatred, jealousy and scorn amassed the scientific and mystical skills of all he incarcerated. In a few terrible hours DARKON ruled supreme, with all but his whims laid waste and deserted. Around you and far from his centre, Nature has softened the land almost into normality – but still you are uneasy. Though you were never trained in the use of sorcery, you have a respect for its power and come armed only with technological systems – and the ability to learn.

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